SILENT HILL™
SINNER'S REWARD
ISSUE #1
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SILENT HILL ONE
SINNER'S REWARD

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Jack "The Pup" Stanton is a professional hitman for the Irish mob. Jill Conway is his lover, not to mention his dangerous boss's wife. Together, they are on the run from their dark pasts, hoping for a brighter future. But, some sins you just can't outrun, no matter how desperately you try...

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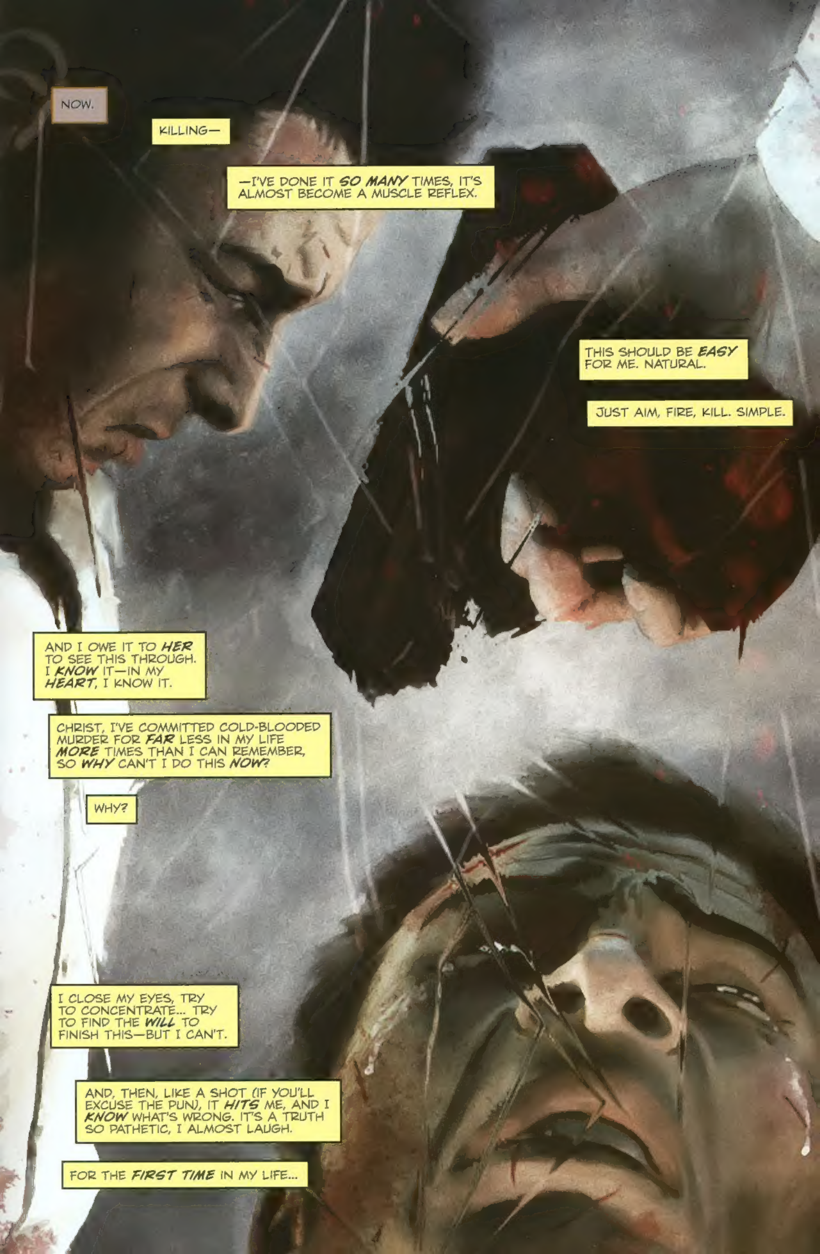

NOW.
KILLING—
—I'VE DONE IT SO MANY TIMES, IT'S ALMOST BECOME A MUSCLE REFLEX.
THIS SHOULD BE EASY FOR ME. NATURAL.
JUST AIM, FIRE, KILL. SIMPLE.
AND I OWE IT TO HER TO SEE THIS THROUGH. I KNOW IT—IN MY HEART, I KNOW IT.
CHRIST, I'VE COMMITTED COLD-BLOODED MURDER FOR FAR LESS IN MY LIFE MORE TIMES THAN I CAN REMEMBER, SO WHY CAN'T I DO THIS NOW?
WHY?
I CLOSE MY EYES, TRY TO CONCENTRATE... TRY TO FIND THE WILL TO FINISH THIS—BUT I CAN'T.
AND, THEN, LIKE A SHOT (IF YOU'LL EXCUSE THE PUN), IT HITS ME, AND I KNOW WHAT'S WRONG. IT'S A TRUTH SO PATHETIC, I ALMOST LAUGH.
FOR THE FIRST TIME IN MY LIFE...

...I'M AFRAID AS HELL TO PULL THE TRIGGER.

BEFORE.
BORN TO KILL.
THAT'S WHAT THE OLD MAN ALWAYS SAID ABOUT ME. BORN TO KILL... BORN TO DIE.
JUST LIKE *HIM*.
NOT THAT I REALLY HAD A CHOICE. WHEN *OTHER* KIDS I KNEW WERE GETTIN' BASEBALL MITTS FROM THEIR DADS, MY POP WAS GIVIN' *ME* MY FIRST REVOLVER.
"THOSE TWERPS YOU'RE ALWAYS PLAYIN' WITH THINK *THEY* KNOW WHAT AMERICA'S PASTIME IS," HE TOLD ME WHEN HE SHOVED THE GUN INTO MY HAND. "THEY DON'T KNOW *SQUAT*."
JACK, SWEETIE, WE'RE GONNA HAVE TO MAKE A STOP SOON. SEVEN HOURS IS A LITTLE TOO MUCH FOR MY BLADDER.
SORRY.
NAH, DON'T WORRY 'BOUT IT, BABE. WE'RE 'BOUT OUTTA GAS, ANYWAYS.
LOOKS LIKE THERE'S A STATION UP AHEAD.
"NOW, *THIS*," HE SAID WHILE SHOWIN' ME HOW TO LOAD THE PISTOL, "THIS HERE'S WHAT AMERICA'S *ALL* ABOUT. DON'T *NEVER* FORGET IT, JACKIE."
Silent Hill
Next Exit
THEN HE GRABBED THE GUN FROM ME AND *SHOT* THE NEIGHBOR'S CAT WITHOUT EVEN BLINKIN'.
SO MUCH FOR *BASEBALL*, EH?
WE'LL STOP HERE. LET'S JUST BE *QUICK* 'BOUT IT, OKAY, JILL?
SURE, SWEETIE...
...IN AND OUT. I PROMISE.

PAIR
CHARON'S BAR.B.Q
MAN, THIS PLACE IS A SHIT HOLE. YOU WANT ME TO GO WITH YOU TO THE BATHROOM?
NO THANKS. I THINK I CAN HANDLE IT BY MYSELF...
...I'M A BIG GIRL, AFTER ALL.
YES...
I WATCH HER WALK AWAY AND CAN'T HELP BUT GRIN. WE'RE IN THE MIDDLE OF BUMFUCK NOWHERE, RUNNIN' LIKE HELL FROM HER HUSBAND—MY GODDAMN BOSS—AND SHE'S STILL LOOKIN' LIKE A MILLION BUCKS, DRESSED TO KILL.
YEAH, WHEN I SEE HER LIKE THAT, ANY DOUBTS I GOT ABOUT THIS CRAZY RUN WE'RE MAKIN' GO OUT THE WINDOW AND I KNOW I'D WALK THROUGH HELL FOR THIS LADY... AND BACK AGAIN, IF I HAD TO.
BORN TO KILL, BORN TO DIE—THAT'S WHAT MY OLD MAN ALWAYS SAID ABOUT ME, AND FOR ALL MY LIFE, I BELIEVED IT...
...UNTIL I LAID EYES ON JILLIAN CONWAY.
...YES, YOU ARE.
THAT'S WHEN EVERYTHING CHANGED FOR ME AND FOR THE FIRST TIME I THOUGHT THERE JUST MIGHT BE MORE TO JACK "THE PUP" STANTON THAN BLOOD AND BULLETS...
...SOMETHIN' BETTER.

TURNED OUT, JILL FELT THE *SAME* WAY—ABOUT ME... AND ABOUT HER LIFE. SHE WAS READY TO MAKE CHANGES, TOO, NO *MATTER* THE RISK.
READY TO ESCAPE A SHITTY PAST TO A NEW AND IMPROVED FUTURE. ***OUR FUTURE***.
LUCKY ME.
HELLO...
WE'VE BEEN ON THE GO FOR MORE THAN A DAY NOW AND SO FAR THAT SAME LUCK'S BEEN HOLDIN' UP.
...ANYONE HERE?
YEAH, YEAH... BE *RIGHT* THERE. GIVE ME A SEC, WILL YA?
GODDAMNED RATS GET INTO *EVERYTHIN'* 'ROUND HERE, I SWEAR.
HEY, SORRY FOR THE WAIT.
SO, TELL ME...
...WHAT BRINGS *YOU HERE*, YOUNG MAN?

UH...
OH, DON'T MIND THIS THING NONE. DEAD AS A DOORNAIL, BELIEVE YOU ME.
WE GOT A PRETTY SERIOUS RODENT PROBLEM IN THESE PARTS. ALL KINDS OF NASTY CRITTERS ALWAYS MAKIN' A MESS OF THINGS.
UH, YEAH... YOU SAY SO.
ANYWAYS, I NEED TO FILL UP MY TANK, AND I WAS WONDERIN' HOW MUCH FARTHER WE GOTTA STAY ON THIS ROAD BEFORE WE HIT ONE OF THE MAIN HIGHWAYS?
PASSIN' RIGHT ON THROUGH, ARE YA FOLKS? AIN'T PLANNIN' ON STOPPIN' ALONG THE WAY?
NOPE. OTHER THAN GETTIN' SOME GAS HERE AND THERE, NO STOPS. THERE'S A WARM BEACH DOWN SOUTH THAT'S GOT OUR NAMES WRITTEN ALL OVER IT, AND WE CAN'T GET THERE FAST ENOUGH.
WHY YOU ASK?
JUST CURIOUS, IS ALL. MOST FOLKS COME THROUGH HERE, WELL, THEY DON'T TEND TO RUSH OFF. SEEM TO ALWAYS FIND A REASON TO STICK AROUND...
...OR A REASON FINDS THEM. PLACE IS FUNNY THAT WAY, YOU KNOW?
YEAH, MAYBE.
HEY, HERE'S SIXTY BUCKS FOR THE GAS. JUST KEEP THE CHANGE IF I RUN UNDER. YOU CAN USE IT TO BUY MORE RAT...

...TRAPS.
EVENIN', JACKIE BOY...
...YOU'LL BE PUTTIN' YOUR HANDS UP LIKE A GOOD LAD NOW, WON'T YA?
DEWEY O'CONNER, HIS DOOFUS BROTHER LIAM, AND THAT WEASEL JIMMY SHEA. IDIOT THUGS AT BEST AND I FUCKIN' LET 'EM GET THE DROP ON ME.
SO MUCH FOR LUCK.
WHAT DO YOU WANT, DEWEY?
C'MON, JACKIE BOY, YA KNOW FULL WELL IT'S NOT ABOUT WHAT WE BE WANTIN'.
IF IT WAS ABOUT WHAT WE WANT, THIS PLACE WOULD BE THE PUB ON CLANCY STREET, AND OL' LIAM AND ME'D BE DOWNIN' PINTS.
NO, THIS IS ABOUT MR. CONWAY AND WHAT HE WANTS, AND WHAT HE WANTS IS HIS WIFE BACK—THE WIFE YA FUCKING STOLE.
WHERE IS SHE, JACKIE BOY?
EAT SHIT, YOU—

OH, MY GOD...
...JACK!
AH, *THERE'S* THE PRETTY LADY.
JIMMY, GRAB HOLD OF MR. CONWAY'S MISSUS, *WOULDJA*, LAD?
GODDAMMIT, O'CONNER, IF YOU *HURT* HER I'LL—
YOU'LL *WHAT*, SHIT FER BRAINS?
BOYS, BOYS... THERE'LL BE *PLENTY* O' TIME FOR ROUGHHOUSIN' LATER ON. MR. CONWAY WANTS *BOTH* OF YOU BROUGHT BACK *ALIVE*, SO YOU GOT NO WORRIES, JACKIE BOY... FOR *NOW*.
STILL, I'M NOT ONE TO BE *TRUSTIN'* YOU TO COOPERATE, SO, LIAM... WOULD YOU MIND?
MY PLEASURE.
FWACK
GUH!

SHIT.
THAT HURT.
FIGHT IT, JACK. GET UP... GET...
HEH. OUR BOY HERE'S GOT HIM ONE TOUGH MELON. LOOKS LIKE HE'LL NEED ANOTH—
KKGK!
WHA...? WHO?
BLAM
FUCKING OLD BASTARD! THAT WAS ME BROTH—GGGK!
BLAM
OH, HELL!
BAM
BAM
GET IN THERE, BITCH!
JACK!
GOTTA GET UP... HELP... CAN'T...
SCREEEEECH
...HEAD.. HURTS...
...FAD.N .
..SLIPPIN BACK...
. SLIPPIN'

...SLIPPIN', DAD. I'M TRYIN', BUT IT KEEPS S-SLIPPIN'.
BULLSHIT, JACKIE! I SHOWED YA HOW TO HANDLE THAT GUN RIGHT, SO DON'T WASTE MY TIME WITH THAT PANSY-ASS SLIPPIN' CRAP!
QUIT BEIN' SUCH A LITTLE PUSSY AND SHOOT THAT GODDAMN MUTT.
BUT, DAD, IT'S JUST... I HAD DIGGER SO LONG. HE... HE'S A GOOD DOG. I DON'T GET WHY—
WHAT'D I TELL YA, HUH? WHAT'D I FUCKIN' SAY?
YA AIN'T NO MAN IN THIS WORLD 'TILL YA GOT THE BALLS TO WHACK ANYTHIN' AND ANYONE, NO MATTER HOW CLOSE THEY ARE TO YA.
YA WANNA BE A MAN, YA DON'T ASK. YA JUST PULL THAT FUCKIN' TRIGGER, BOY. NOW.
BUT, DAD—
NOW, GODDAMMIT!
YAAH
BLAM
HEH. STRAIGHT THROUGH THE FUCKIN' EYE. I KNEW I SHOWED YA RIGHT.
BORN FUCKIN' KILLER, THAT'S YOU, NO DOUBT ABOUT IT.
NOW CLEAN UP THAT GODDAMN MESS...

.. MESS...
...WHAT A GOD FORSAKEN MESS.
OH, MAN, WHAT THE HELL HAPPENED? MY HEAD FEELS LIKE JOHN BONHAM'S BASS DRUM.
THERE YOU ARE. FIGURED YOU'D COME 'ROUND SOON ENOUGH.
DON'T KNOW 'BOUT NO JOHN BONHAM, BUT THESE BOYS HERE CLOCKED YOU A GOOD ONE 'FORE... WELL, 'FORE THINGS GOT REAL MESSY AND YOU PASSED OUT.
CHRIST. YOU DO ALL THIS?
YEAH, WELL, COULDN'T LET YOU GET BEAT TO A PULP NOW, COULD I? SEEMED ONLY RIGHT TO STEP IN, YOU BEIN' A PAYIN' CUSTOMER, AND ALL.
JUST WISH I COULDA STOPPED THAT OTHER ONE 'FORE HE RAN OFF WITH YOUR LADY FRIEND.
SHIT! JILL! WHERE'D THEY GO? WHICH WAY?!
WHICH WAY?
THE WAY FOLKS ALWAYS END UP GOIN' WHO COME 'ROUND HERE...
...UP TO SILENT HILL.

SILENT HILL? HOW DO YOU KNOW THAT'S WHERE THEY'RE GOIN'?
THAT'S THE ONLY WAY TO GO FROM HERE. I TOLD YOU, THIS PLACE HAS A FUNNY WAY OF CONVINCIN' FOLKS TO STICK AROUND.
NOTHIN' FUNNY 'BOUT THIS, FAR AS I'M CONCERNED.
LOOK, THANKS FOR THE HELP. NOT SURE WHY YOU DID THAT FOR ME, BUT I APPRECIATE IT. I HOPE THE COPS DON'T COME DOWN TOO HARD ON YOU.
NO PROBLEM. THE POLICE 'ROUND HERE SEEN WORSE, TRUST ME. 'SIDES, A MAN'S GOT A RIGHT TO PROTECT WHAT'S HIS, DON'T HE?
YEAH, HE DOES.
I GOTTA GO. TAKE CARE, OLD MAN.
DON'T FRET NONE 'BOUT ME, SON...
...YOU'LL HAVE PLENTY PROBLEMS OF YOUR OWN TO WORRY 'BOUT SOON ENOUGH.

I CAN'T GET THE DREAM ABOUT MY DAD OUTTA MY THROBBIN' HEAD.
KILLIN' DIGGER, MY DOG... HAVEN'T THOUGHT ABOUT THAT IN YEARS—TOO MANY OTHER MURDERS IN BETWEEN, I GUESS.
BUT THAT ONE, IN MY BACKYARD WITH POP OVER MY SHOULDER TELLIN' ME WHAT TO DO, WAS THE FIRST TIME I KILLED 'CAUSE SOMEONE ELSE TOLD ME TO. MY FIRST HIT, I GUESS YOU COULD SAY.
I WAS EIGHT FUCKIN' YEARS OLD.
THE OLD MAN WAS CALLED "MAD DOG" BY EVERYONE WHO KNEW HIM. IT WAS A NICKNAME HE EARNED IN WAYS BEST LEFT UNSAID. MICHAEL "MAD DOG" STANTON.
AFTER I WHACKED MY DOG, HE COULDN'T WAIT TO BRAG TO ALL HIS BUDDIES WHAT A STONE COLD KILLER I WAS, AND PRETTY SOON THEY WERE ALL CALLIN' ME "THE PUP." THE NAME AND THE KILLIN' HAVE FOLLOWED ME SINCE.
AND MUCH AS I WANT IT TO BE, THE BLOOD-LETTIN' AIN'T OVER YET. THAT SHITHEAD JIMMY SHEA'S GOT MY LADY AND I AIN'T ABOUT TO LET THAT STAND. I DON'T KNOW MUCH, BUT I KNOW JIMMY'S NOT LONG FOR THIS WORLD. I KNOW—
WHAT THE...?
...HOLY SHIT!

SCREEEEEEEE
SHIIIIIT!
OH SHIT OH SH T OH SHIT..
HUH?
GONE. THOSE... TH NGS. GONE
WHAT THE FUCK WERE THEY? SOME KIND OF WOLVES? AND HOW'D THEY LEAVE SO GODDAMN FAST?
BUT THIS IS.
GOOD GOD
CHRIST, L AM MUSTA HIT ME HARD ENOUGH TO HAVE ME SEEIN' THINGS, 'CAUSE NO WAY THAT WAS REAL JUST NOW...
NO FRIGGIN' WAY

JILL?!
GOTTA MAKE SURE..
GOTTA FIND HER
OH, SHIT... JILL?!
JILL?!
JILL!
MAKE SURE SHE'S OKAY
JILL'S NOT -GGK- HERE ANYMORE, JACKIE -GAK- BOY...

...SHE'S GONE TO -GLGG- TOWN.
FUCK! JIMMY?
HOW...?
NOT -GUGK- HOW, JACK... WHERE.
SHE'S WAITING FOR YOU -GKK- THERE. WAITING...
...IN SILENT HILL.

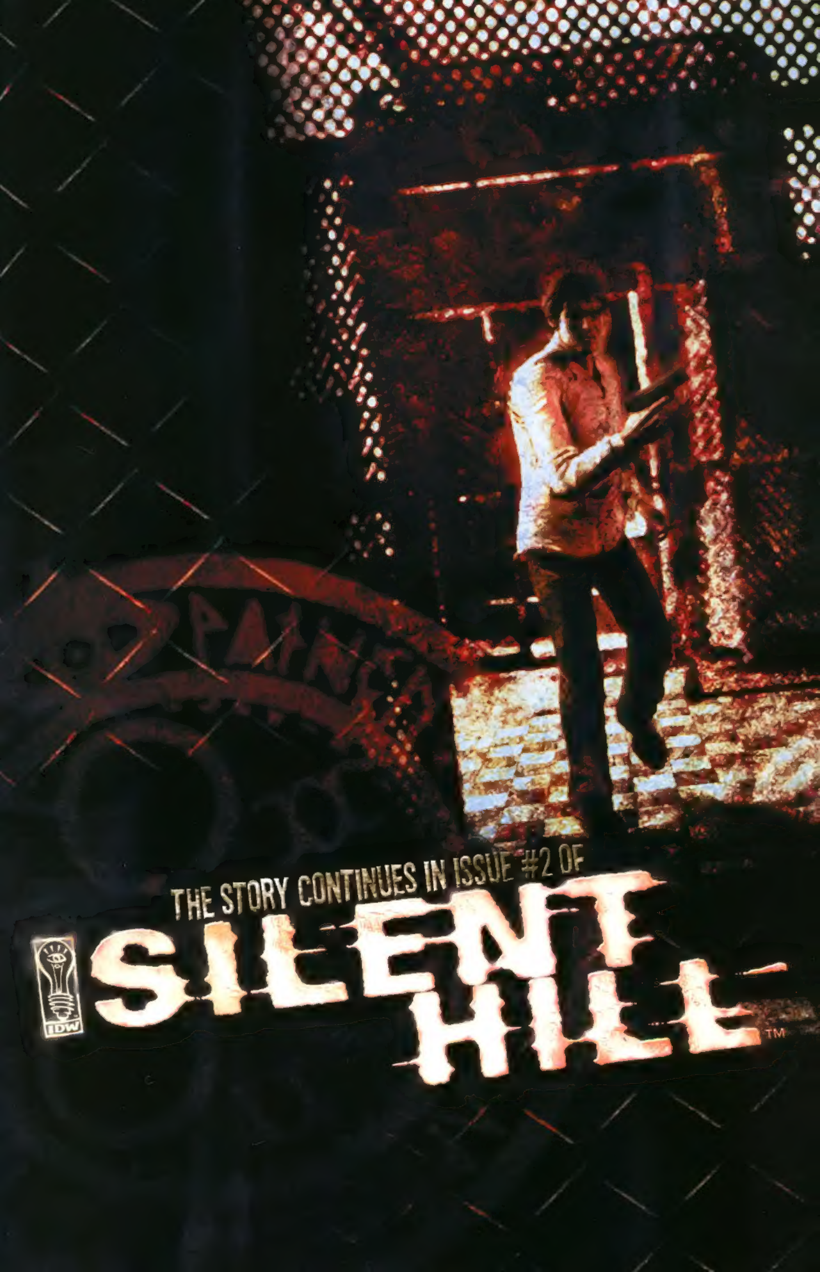
STAY BACK, JIMMY. STAY THE FUCK BACK.
JACK AND JILL WENT UP -GOK- THE HILL, TO -GOKK- FETCH A PAIL OF KARMA.
WAIT, THAT'S -GLLK- NOT RIGHT, IS IT? JILL'S -GUGK- UP THE HILL...
GODDAMMIT, JIMMY, I MEAN IT!
I SWEAR, JIMMY, I'LL KILL YOU.
...WHERE'S JACK?
YES, I -GOK- KNOW YOU WILL, JACK. IT'S -GAK- WHAT YOU WERE BORN FOR. IT'S WHAT -GGAK- YOU'LL SUFFER FOR.
SHE'S WAITING -GRK- FOR YOU. TIME TO -GAKK- PAY UP. BUT FIRST...

...DO THAT THING YOU DO SO WELL, JACK.
RAAAAAGH!
BLAM

JIMMY'S DEAD ..
..I MAKE SURE OF IT.
BLAM BLAM BLAM
I'M NUMB. CONFUSED
MAYBE EVEN CRAZY

NONE OF THAT *MATTERS*, THOUGH.
ONLY THING THAT MEANS SOMETHIN' IS *FINDIN'* JILL
THAT'S ALL.
WHEN I FIRST SAW HER, I KNEW I'D HAPPILY WALK THROUGH *HELL AND BACK* FOR HER IF I EVER HAD TO.
WELL..

...LOOKS LIKE I JUST MIGHT *HAVE* TO.
Silent Hill



PAIN
THE STORY CONTINUES IN ISSUE #2 OF
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IDWORDS

News from the nerve center of IDW Publishing

WHISPERS IN THE NIGHT

CBS's smash-hit TV show The Ghost Whisperer *Crosses Over into IDW in March!*

The dead are talking… and she's listening. *The Ghost Whisperer* became a breakout hit for CBS on Friday nights in 2005, and since then, Melinda Gordon—Grandview's resident communer with the afterlife—has become a fan-favorite of viewers who tune in each week to watch her escort wayward spirits into The Light.

But Gordon, played by the compelling **Jennifer Love Hewitt**, isn't the only one to hear the voices of the restless dead. A second medium has now moved into town, working to condemn spirits by luring them to the Dark Side. Comics fans, meanwhile, have also had the chance to hear the whispers, thanks to a special CD that CBS distributed at the San Diego Comic Convention, which featured a mix of ghostly tracks from the show along with the real-life recordings of what are known as "Electronic Voice Phenomena."

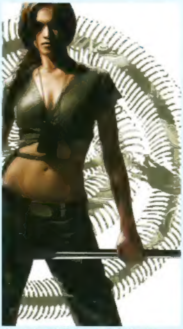
So it seems only natural that the *Ghost Whisperer* would begin to haunt the pages of comics, and Hewitt's character will now take up residence in the halls of IDW Publishing for the show's official comic book spin-off, written by *GW* staffer **Becca Smith** and **Carrie Smith**, with art by **Elena Casagrande** and covers by **Casagrande** and **Joselle Ho**. IDWords recently sat down around the crystal ball with the two writers to peer into the future of the comics series.

24: Cold Warriors
Angel: After the Fall #4
Badger Saves the World #3
Cory Doctorow's Futuristic Tales of the Here and Now #5: I, Robot
Doctor Who #2
Doctor Who Classics #3
Fallen Angel #24
Gene Simmons House of Horrors #3
Gene Simmons Zipper #4
Locke & Key #1
Rogue Angel: Teller of Tall Tales #1
Silent Hill: Sinner's Reward #1
Snaked #3
Speed Racer: Chronicles of the Racer #2
Star Trek: Alien Spotlight: Romulans
Star Trek: The Next Generation: Intelligence Gathering #2
Wormwood: Calamari Rising #3

The Transformers Beast Wars: The Ascending TPB
The Transformers: Beast Wars: Sourcebook #4
The Transformers: Devastation #6
The Transformers Spotlight Vol. 2 TPB
Transformers Spotlight: Arcee

30 Days of Night: Beyond Barrow TPB
Complete Little Orphan Annie Vol. 1 HC
Fallen Angel Vol. 4 TPB
Grande Finale–New Printing
Sparrow: Rick Berry
Speed Racer: Vol. 1 TPB
Speed Racer: Vol. 2 TPB

FEBRUARY RELEASES FROM IDW PUBLISHING



Rogue Angel: Teller of Tall Tales #1

Silent Hill: Sinner's Reward #1

Transformers Spotlight: Arcee

Locke & Key #1

Comments, questions, suggestions, complaints, gripes, etc. are appreciated. Feel free to send any correspondence to letters@idwpublishing.com or IDWords, 4411 Morena Blvd., Suite 106, San Diego, CA 92117. You can also join in the hullabaloo on our message boards at idwpublishing.com.

IDW: Readers know IDW Publishing for horror books like 30 Days of Night, *but this is supernatural storytelling of a different sort. How do you put the scares onto the printed page, when readers can't actually hear the "whispering" part of the* Ghost Whisperer, *like they would on TV?*

Becca Smith: That was the fun part. Basically, our thought process was that a sound jolts you into a scare, but it's over and done in a second—whereas a visual scare can haunt you forever.

Carrie Smith: Yeah, it's fun figuring out which images will sear themselves into the reader's mind in one frame, and get that scare across.

Becca Smith: And with *Ghost Whisperer,* it's also about the mystery behind the scares, not so much the scare itself.

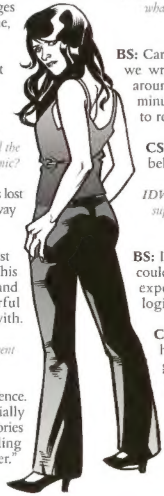
IDW: Yeah, and the mystery part of it can also lead to some amazingly dramatic storytelling, with themes like love, loss and the meaning of life. How do you balance all that in a 22-page comic?

BS: It was a challenge. But the bottom line is, everyone has lost someone they loved, and as long as we tell the story in a way that people can relate to, we've done our job.

CS: We constantly think about what must be the hardest things for real people to let go of, to forgive. And in this series, we deal with teenaged ghosts on top of that, and of course teenagers have their own set of powerful emotional variables that adults don't generally deal with.

IDW: So, what's it like working on the show, and how different is it from coming up with stories for the comics?

BS: Working on the show has been an incredible experience. I've learned so much from all the writers and especially the creator of the show, **John Gray.** Coming up with stories for the comic was a very similar process in storytelling for the show. The main ingredient is "the crossover." Once we figure out how and why the character died, the rest falls into to place.



CS: There's a lot of discipline and consideration required to create something new within someone else's storytelling framework, and to stay true to their characters and to the voice and heart of the show. It's been an excellent learning experience. A fun puzzle to solve every issue.

IDW: Talking about puzzles, with the kind of episodic storytelling on Ghost Whisperer, *there's bound to be an entire attic of secrets behind the stories. How much insight have you been given into what might happen on the show, and how do you work with that—and, I guess, work around it, too?*

BS: Carrie and I knew most of Season 3's secrets before we wrote the comics, so we definitely had to work around it. We made it work through Season 3, just minus certain events that the writers didn't want us to reveal.

CS: And it's been interesting for us to be able to peek behind the curtain like that. Spoiler city. Heheh.

IDW: OK, so, we have to ask: Do you believe in ghosts and the supernatural? Tell the truth now—we're psychic too, and we'll know if you're lying.

BS: I believe in *something*—whether it's supernatural, I couldn't say for sure, but I think everyone has had an experience that they haven't been able to explain logically or scientifically. So, yes, I guess I do!

CS: I don't know about spirits stuck on Earth haunting stuff, but I do believe that when I die, my ghost will get to spend the rest of eternity blowing up the Death Star and eating cheesecake. And *that* will pretty much rule.

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Metal Gear Solid #1 Diamond Retailer Summit Edition graded by CGC

Limited Transformers B&W litho print signed by Don Figueroa

My name's Ed. I get to scan. YAY! Better than you lady! YAY! I scanned my butt. YAY!
YAY! DCP YAY! Hey lady, say it with me. YAY DCP YAY!!!!
YAY! Oroboros teamed with me! YAY! He scanned his butt too! YAY. YAY DCP YAY!
DCP